L Number	Hits	Search Text	DB	Time stamp
1	1272	(object$1 or character$1) near10 (jump$4 or overcom$4 or climb$4 or crouch$4 or walk$4 or defeat$4) near10 (obstacle$1 or river$1 or rock$1 or block$1 or wall$1 or canyon$1 or enemy or enemies)	USPAT; US-PGPUB; EPO; JPO	2003/12/16 11:22
2	29	(obstacle$1 or river$1 or rock$1 or block$1 or wall$1 or canyon$1 or enemy or enemies) near10 range$1 near10 view$4 near10 (object$1 or character$1)	USPAT; US-PGPUB; EPO; JPO	2003/12/16 10:56
3	18	((object$1 or character$1) near10 (jump$4 or overcom$4 or climb$4 or crouch$4 or walk$4 or defeat$4) near10 (obstacle$1 or river$1 or rock$1 or block$1 or wall$1 or canyon$1 or enemy or enemies)) and (range$1 near10 view$4 near10 (object$1 or character$1))	USPAT; US-PGPUB; EPO; JPO	2003/12/16 10:38
5	352	(obstacle$1 or river$1 or rock$1 or block$1 or wall$1 or canyon$1 or enemy or enemies) near10 (within near5 (range$1 or distance$1)) near10 (object$1 or character$1)	USPAT; US-PGPUB; EPO; JPO	2003/12/16 11:08
6	49	determin$4 near10 ((obstacle$1 or river$1 or rock$1 or block$1 or wall$1 or canyon$1 or enemy or enemies) near10 (within near5 (range$1 or distance$1)) near10 (object$1 or character$1))	USPAT; US-PGPUB; EPO; JPO	2003/12/16 11:23
7	60	((obstacle$1 or river$1 or rock$1 or block$1 or wall$1 or canyon$1 or enemy or enemies) near10 (within near5 (range$1 or distance$1)) near10 (object$1 or character$1)) and game$1	USPAT; US-PGPUB; EPO; JPO	2003/12/16 11:23
8	754	(object$1 or character$1) near10 (encounter$1 or meet$1 or met) near10 (obstacle$1 or river$1 or rock$1 or block$1 or wall$1 or canyon$1 or enemy or enemies)	USPAT; US-PGPUB; EPO; JPO	2003/12/16 11:23
9	131	((object$1 or character$1) near10 (encounter$1 or meet$1 or met) near10 (obstacle$1 or river$1 or rock$1 or block$1 or wall$1 or canyon$1 or enemy or enemies)) and (within near5 (range$1 or distance$1))	USPAT; US-PGPUB; EPO; JPO	2003/12/16 11:23
10	24	(((object$1 or character$1) near10 (encounter$1 or meet$1 or met) near10 (obstacle$1 or river$1 or rock$1 or block$1 or wall$1 or canyon$1 or enemy or enemies)) and (within near5 (range$1 or distance$1))) and game$1	USPAT; US-PGPUB; EPO; JPO	2003/12/16 11:24

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